

AMENDMENTS TO THE SPECIFICATION

Please amend the paragraph beginning on line 24 of page 3 of the specification as follows:

Another problem occurs when Dolby encoded audio materials are decoded on QSound systems. QSound systems use “Q-filters” in the processing of audio signals. The Q-filters could be part of a “QXpander circuit,” wherein QXpander is a registered trademark of QSound. The Also, the term “QXpander circuit” is a descriptive term used for the purpose of this application to refer to the filters more specifically described in U.S. Patent 5,440,638 to Lowe et al., which is hereby incorporated by reference. The Q-filters could be Q1 filters. The term “Q1 filter” is also a descriptive term used for the purpose of this application to refer to the filters more specifically [[,]] which is described in U.S. Patents 5,105,462 and 5,208,860 both to Lowe et al., wherein each of these patents are hereby incorporated by reference. A Q-filter adjusts the amplitude and phase of an input signal on a frequency dependent basis. Note that the Q-filters use phase inverted signals during processing to achieve the QSound virtual audio image effects. Consequently, if an input signal to a Q-filter is already inverted from Dolby encoding, then the Q-filter system will re-invert the input signal and then proceed with processing of an improper, re-inverted signal. A re-inverted or non-inverted signal will adversely affect the expansion mechanisms of the Q-filter. Thus, the output signal will result in the incorrect placement of sound images. In other words, the surround images would appear to be located at the left and right speakers, and not placed to the sides or rear of the listener. Note that these effects would occur on other expansion mechanisms that use phase inversion.